

Regional Scope Document
STOP MOTION (Secondary) – Feb. 2025

Contest Length: 6 Consecutive Hours

Check-in Time: 8:00 am

TEAM OF TWO

Contest Start: 8:30 am

LOCATION:

Lunch Time: 12:00 pm to 12:30 pm

Contest End: 3:00 pm

1. Event Overview

Stop-motion animation is a vibrant niche in the animation industry. It is used in independent projects and major studios, gaining popularity through streaming and hybrid techniques. Known for its distinctive style and storytelling, stop-motion adds cultural diversity to animation. The Regional Stop Motion Competition is an exciting opportunity for secondary school students to demonstrate their creativity and technical skills in stop-motion animation. This competition is part of the broader animation category and focuses on the meticulous craft of bringing inanimate objects to life through sequential photography.

2. Objectivities

- 2.1 **Skill Development:** Enhance participants' understanding and capabilities in stop-motion animation.
- 2.2 **Creativity:** Encourage innovative storytelling and artistic expression through animation.
- 2.3 **Technical Proficiency:** Promote the mastery of stop motion techniques, including frame-by-frame photography, lighting, and editing.

3. Introduction

***Soundcard & **Wildcard**

A sound library and a wildcard will be provided on the morning of the competition for the students to use in their animation.

* A collection of sound effects and music.

**An unIntroduced story element must be incorporated into the story setup, conflict and resolution.

3.1 Purpose of the Challenge:

The emphasis will be on fundamental stop-motion concepts throughout a one-day

event. The competition will highlight competitors' storytelling ability through expressive characters and engaging narratives.

Teams will submit their story breakdown and final product to the judges at specific times during the competition.

4. Contest Description

4.1 Competition Format

- **Theme:** Participants will create a stop-motion animation based on the given theme.
- **Duration:** Each final Stop-Motion without the *slates must be not more than 10 seconds long.

***Slate:** A black slate in the beginning and ending as the opening and ending title, **each slate for 0.5 seconds.** The total duration for both slates is one second.

- There must be *no names of the competitors* on them.
- There must be Teams' Number
 - Example: Team #1
- **Materials:** Competitors *must use the pre-made puppet (wire puppet)* to animate.

4.2 Pre-Assignment, Puppet & Props

- Participants must make a puppet before the event to use it during the competition.
- **Refer to the "Wire Puppet & Set Description" document for instructions on how to make the puppet and the set before the event.**
- **Participants must make or provide the props for their set.**
- **Participants must make their set based on the character action: "Dragging a Heavy Box".**

4.3 Software to use

- **Software:** Participants should use one of the following stop-motion software/apps to and edit their animations.
- **Software/Apps:**
 - DragonFrame Software
 - Stop Motion Studio App
 - Life Lapse Stop Motion Maker App
- **Editing Software competitors can use:**
- Adobe Premiere Pro

4.4 USB to use

Competitors will receive a *USB at 8:30 AM. This USB drive contains a folder consisting of scope documents, sound effects, and wildcard

Competitors will use this USB drive to hand in their final Stop-Motion at 2:30 PM.

*A USB flash drive, also known as a thumb drive or jump drive, is used to connect to a computer for transferring items such as images, movies, information, and more.

4.5 Skills and Knowledge to be tested:

- Participants will be challenged to detail and plan the development of a complete animated story based on the character “**Dragging a Heavy Box**” while utilizing the sound library and wildcard.
- Produce a 3-panel storyboard breakdown which should include the setup, climax, and resolution of the story, character pose tests and final stop-motion while implementing the sound library and wildcard provided.
- The final product must follow the 3-panel storyboard breakdowns.
- Competitors should note that ***pose test sheets MUST include 1 pose** representing the character's personality which will be portrayed in the final exported video, and a **short biography of the character**.

* **Pose Test:** In animation, a pose test involves creating a still image of a character that conveys an emotion, even without dialogue bubbles. The animator manipulates the character's body language, including the neck, arms, legs, head, shoulders, and pelvis, to communicate the desired feeling. The created pose will convey an overall emotion.

- Competitors must demonstrate their knowledge of the 12 principles of animation in their project.

4.5.1 Competitors are expected to create a convincing setting, lighting, and props to support the character's action.

4.5.2 Nowhere within the presentation and supporting documents should the name of the students or their school appear.

4.5.3 There must be an obvious beginning and end (the black slates) to the final Stop-Motion. This could be through the first frame being black or titling.

4.5.4 The teams will work independently. Instructors and observers will not assist.

5. Equipment, Material, Clothing

5.1 Equipment and material provided by Skills/Competences Canada

➤ N/A

6. Equipment and Material Provided by the Competitor

- Using your cellphone, camera, or iPad is acceptable.

Note: Note: Cellphones, iPads, and computers must not contain any previous videos, assets, or documents related to the competition. If found, the competitors will be disqualified for the current year. Using your setting panel (a background, two walls, and a floor, or two walls and a ground), lighting, tripod, and other devices such as *Remote Shutter Release.

*Remote Shutter Release or a remote trigger is a device that allows the photographer to activate the camera's shutter from a distance, either wirelessly or via a cable.

- You are using your own Adobe Premiere Pro Edit Software.
- Competitors can have a maximum of two computers running at a time. Backup computers are acceptable.
- Headphones/earphones

Note: Audio devices, including CD players and MP3 players, are NOT permitted in the competition area.

6.1 Required clothing (Provided by the competitors):

Appropriate Business-casual Attire: no school name, provincial name, or commercial logo on any visible attire.

7. Submission Process

All submissions must be submitted by **2:30 pm**. Any submission received after 2:30 pm will have a demerit of 1 point for each minute passed.

7.1 Submission:

Teams will hand in their story breakdown & pose test, and final product to the judges at specific time during the competition:

- **Story Breakdown & Pose Test, on the given forms: at 9:00 am**
- **Final Product: at 2:30 pm**

Submissions must include:

Pre-Competition: - Three Panel Storyboard Format:
 - Breakdown Character Test 1280 X 720 (HDTV_720, 24)
 - Character Description in .mp4 @ 24 FPS

Submissions:

8:00 am – 8:30 am

2:30 pm

Final Stop-Motion:

Hand in the final Stop-Motion by using the given USB in the morning.

8. Assessment	
8.1 Point Breakdown:	
Judgment Criteria	/100
Preproduction	20%
Wild Card	20%
8.2 Creativity and Originality ○ Innovative approach to the theme. ○ Innovative creation of puppet and the set ○ Original concept and storyline.	20%
8.3 Technical Skill ○ Smoothness of animation ○ Effective use of 12 principles of Animation ○ Effective use of color, lighting, and composition.	30%
8.4 Final Stop Motion Production ○ Clarity and coherence of the story. ○ Professionalism and completeness of the project.	10%

Technical Committee		
Tahmineh Sarbazzadeh	Tech Chair	Tahmineh.sarbazzadeh@burnabyschools.ca
	Co-Tech Chair	
	Judge	
	Judge	
Prizes		
<ul style="list-style-type: none"> ● 1st Place: Gold Medal ● 2nd Place: Silver Medal ● 3rd Place: Bronze Medal <p>➤ Additionally, all winners will receive certificates.</p>		

How to Prepare

1. **Planning:** Develop a simple storyboard outlining the sequence of events in your animation.
2. **Materials:** Make your puppet and gather the props in advance.
3. **Practice:** Familiarize yourself with the stop motion software you plan to use.
4. **Testing:** Conduct test shoots to refine your animation technique.
5. **Editing:** Use editing software to enhance your final animation, adding sound and effects.